

FOR INFORMATION CALL

August 25, 2022

Ald. Marina Dimitrijevic (414) 286-3769

Bay View Bash set to return Saturday, September 17

Alderwoman Dimitrijevic, city departments and community partners collaborate to include Big Truck Day

14th District **Alderwoman Marina Dimitrijevic** is delighted to share with residents that after a multi-year hiatus the Bay View Bash is set to return on Saturday, September 17 from 11 a.m. – 10 p.m. The community festival that highlights food, art, music, crafts, books and community organizations will take place on Kinnickinnic Avenue between Potter and Clement.

"The Bay View Bash is a beloved community celebration that residents look forward to annually. After two years without the Bay View Bash due to COVID-19, I'm encouraging all Milwaukeeans to mark their calendar now and join us for what promises to be a fun-filled day for everyone, including the debut of Big Truck Day for children and families," said Alderwoman Dimitrijevic. "I want to thank the Department of Public Works for their support of this effort that helps educate children and encourages careers in public service."

New this year, the Bay View Bash will feature Big Truck Day, an opportunity that will provide kids and families an up-close look at various City equipment and occupations. Vehicle operators and drivers will be on-hand for demonstrations so families will have a chance learn about the equipment and the jobs that go with them. Big Truck Day will take place during the Bay View Bash from 11 a.m. - 3 p.m. in the parking lot of the Church of the Immaculate Conception, 1023 E. Russell Ave.

"Big Truck Day is a great addition to the kid's area of the Bay View Bash," said Mike Mortell, President & CEO of Bay View Community Center. "Along with exploring the big trucks, families can enjoy art projects, STEM activities and more starting at 11 a.m. We appreciate Alderwoman Dimitrijevic and the city for making this possible."

For additional information on the Bay View Bash visit http://www.bayviewbash.org/.